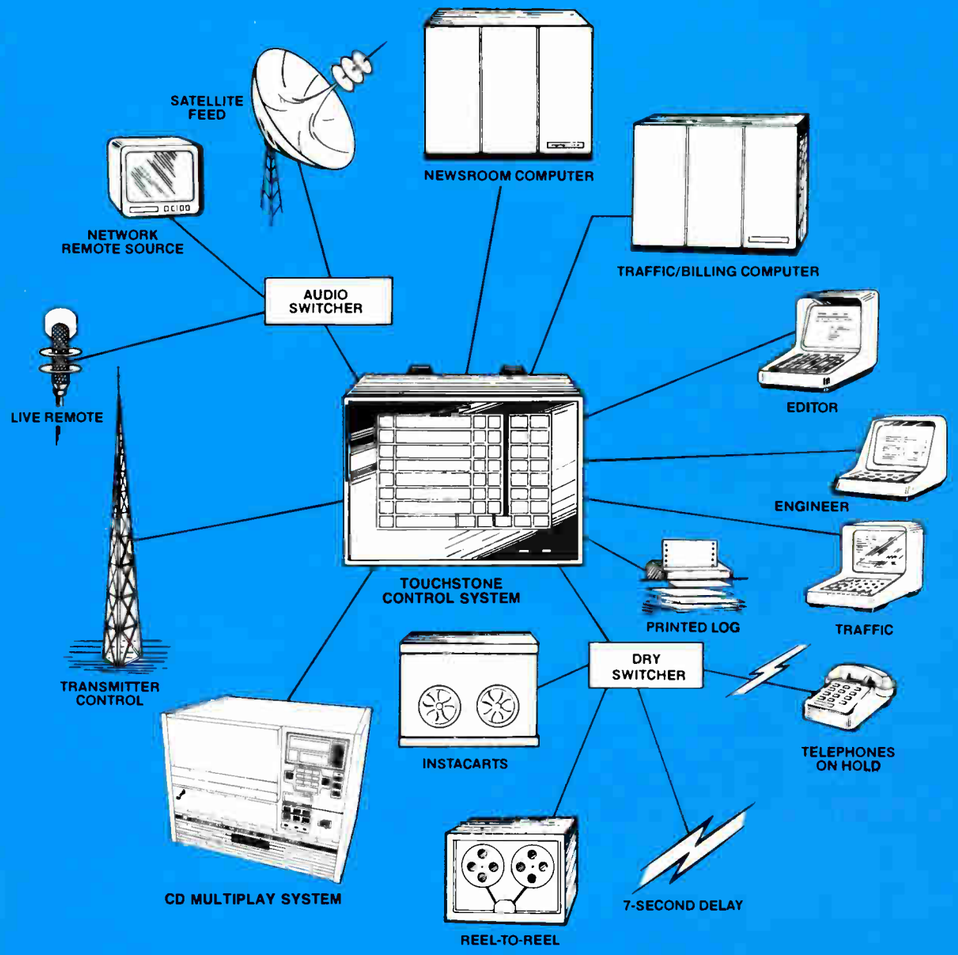
PROGRAMMING CONTROL AT YOUR FINGERTIPS



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TOUCH THE FUTURE OF RADIO WITH THE MEDIA TOUCH CD MULTIPLAY SYSTEM

ALLIED

Laser-read CD playing.

ALLIED'S COMPLETE CD SOLUTION

Compact Discs — Promises and Problems

For radio stations, the Compact Disc has been a great step forward in the reproduction quality of music. But when it comes to ease of operation, control, and reliability, CDs have been a mixed blessing.

DJs, used to tossing a record on a turntable, or popping a cart into a deck, are learning that CD players load and cue at their own pace. Then too, you've got to tell the player what cut number to play, and hope you entered the information correctly. As a result, the air staff has to pay very close attention to the process of playing Compact Discs. That steals valuable time and concentration away from the show itself.

Also, most CD players in use at radio stations are based on consumer hi-fi designs. They aren't designed for 24-hour use, or rough treatment. And come to think of it, neither are the CDs themselves. In normal use, CDs are certainly tough enough, but the typical radio station environment can hardly be called "normal use."

Some stations have lived with the problems of CD equipment, while others have been dubbing CDs to carts. That solves the operational problem, but you lose many of the sonic advantages that made the CD desirable in the first place! Not to mention the added time, expense and maintenance involved in carting Compact Discs.

In the early days of CDs, most radio stations could live with these limitations. After all, how many Compact Discs did your station play each day in 1985? But now, with music-on-CD accounting for an ever-larger percentage of the broadcast day, radio stations really do need a solution to the limitations of CD playback equipment. But not just a stop-gap remedy that addresses just one part of the problem. Stations need a complete solution, a *system* which solves *all* the problems of airing CDs.

Introducing Allied's Complete CD Solution: The Media Touch CD Multiplay System

It's three integrated elements working together to give program and music directors the *control* they need, the chief engineer the *reliability* he needs, and the air staff the *operating ease* they need.

The three key elements of the system are:

A TOUCH-SENSITIVE COLOR CRT MONITOR: The ultimate user interface. It displays every song title and artist on your CD playlist, and ONLY those cuts on your playlist. To select/cut/start any song, the air person just touches the screen.

AN IBM ® -COMPATIBLE PERSONAL COMPUTER: The entire system is controlled by standard, off-the-shelf PC hardware, equipped with Media Touch System's custom software and RS-232 equipment control interfaces.

AUDIOMETRICS ® CD MULTIPLAY UNITS: Each Multiplay unit holds 100 CDs. Controlled by the Touchscreen and computer, the CD Multiplay can promptly access any of the more than 1000+ selections available for on-air play with superb fidelity.

Features That Make Our System Your Solution.

On-Screen Music Library Index - Title, artist, timing and category information about each listed song is immediately available. The air personality can select any song for airplay, but only under the category parameters specified by the programming department. Tight rotation and format clocks? No problem. If a song doesn't fit the rotation clock, it can't be played in error. For maximum control, the P.D. or music director can create a daily music log, specifying exactly what songs get played, and when. A split-screen log entry format makes the process very easy. It takes just a few keystrokes and a few minutes to build each day's log in this way. Of course, the music director can add or delete songs at any time, either from the air studio, or from his own PC.

Just A Touch Cues, Starts, Even Fades Any Song - To select, cue (manually or automatically) and start any song, the air personality simply touches the easy-to-see command blocks on the computer screen. Instantly, the selected block changes color for positive confirmation. Cues are tight and precise. Even volume levels are controlled by the touch of a finger. No switches, no pots, no hassles! Colors on the Touchscreen monitor, and on-screen labeling of the commands can be specified by you.

Auto-Cueing - The system can be pre-programmed to automatically cue upcoming songs as specified by your music rotation. Or songs can be randomly accessed and cued. Of course, cueing a CD with the Touchscreen and the Audiometrics Multiplay deck is so much easier than manually cueing conventional CD players. There are no cut numbers to remember, no CD player programming sequences, no drawers that the air personality must load. Just choose a song and touch the screen. Finally, the air talent can concentrate on the show, not the equipment!

One Touchscreen Commands Several CD Multiplay Units - In a typical installation, you'll want to have the Media Touch Touchscreen controlling at least two Audiometrics CD Multiplay units, for back-to-back CD segues, and instant crossfade capabilities. Since each CD Multiplay holds 100 Compact Discs, combining two or more units can give you prompt random access to thousands of different songs.

Put Your CDs Where They Belong - With the Media Touch CD Multiplay system, the air staff never handles the actual discs. Therefore, the Multiplay units themselves need *not* be located in the air studio. Your music library is an ideal location. CDs and the Multiplay mechanism itself are protected behind a tamperproof, lockable door.

Automation Capabilities - Need to play a few songs automatically to give your overnight jock a short break? Are there times that you want to run several hours unattended? Or perhaps you want a "live assist" system so that a busy morning jock doesn't have to worry about what to play next. Whenever you need automation, the Media Touch computer controller is ready to help. Because the system's features are all software controlled, updates can easily be accommodated as the needs of your station change.

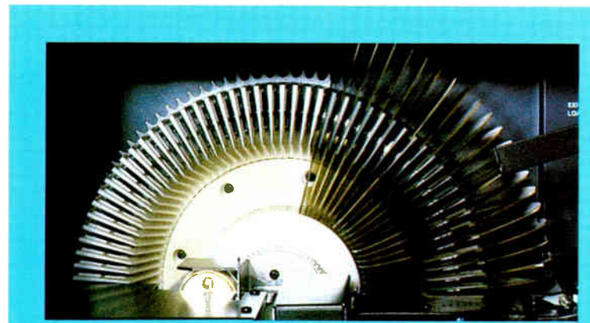
On-Screen Pop-Up Notes

Here's another very useful copy display function. The music director can prepare special notes associated with each song. (For example, "This song won the artist 2 Grammys — It sold 2 million records — Was number 12 last week and is now number 6," etc.) Once entered into the system, this information can easily be accessed from the Touchscreen. The air personality just touches the screen, and up pops the relevant notes.

A Full Range Of Expansion Options

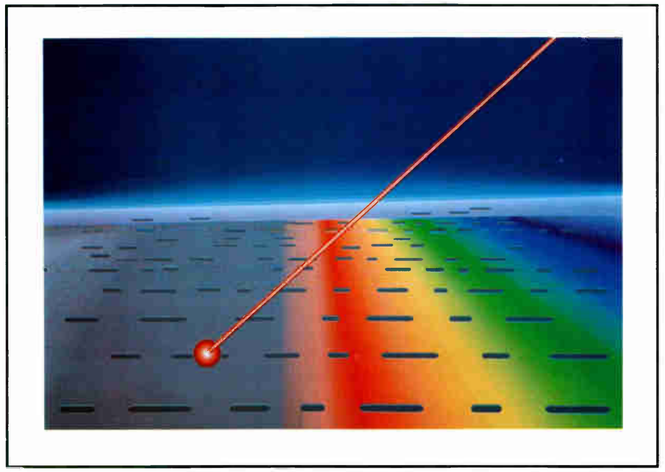
The software-driven, building-block design of the Media Touch Touchscreen controller makes it possible to expand the functions of your system at any time. The Touchscreen is a universal "window" through which virtually every phase of on-air operation can be accessed and controlled, consistently and conveniently.

The Media Touch 2000 control system can accommodate many other audio sources besides CDs. In fact, a fully expanded system can control an unlimited number of sources via RS-232 interfaces, including instant carts and individual cartridge machines, reel-to-reel and cassette tapes, and perhaps most important, R-DAT digital tape cassettes and all the other new digital music storage formats soon to join your Media Touch System.



Drum will hold 100 CDs.

PROGRAMMING TOMORROW'S TECHNOLOGY TODAY!



A few uses of the Audiometrics Multiplay CD System

- CD direct to air. Operational simplicity just like a cart machine without another generation of noise and distortion.
- Remote control via several methods. Unit may be placed in adjacent room if necessary to conserve space. Also adds security.
- Sound effects CD libraries may be permanently stored and accessed directly or via remote control.
- Full automation or operator-assist operations will be greatly enhanced by your ability to automate your compact disc library/syndication.

AMCDS-1000A OPTIONAL EXTERNAL CONTROLS

When the front panel "AUTO/MANUAL" select switch is placed in the "AUTO" mode, the AMCDS-1000A reacts **only** to (ASCI) data via its RS-232C port. In this mode, the manual front panel controls are defeated. Allied offers 3 choices for AMCDS-1000A external control:

1 AUDIOMETRICS XTC

The XTC is an extended remote controller which controls two AMCDS-1000As and duplicates their front panel operational controls. Provided with two 20 ft. (6m) cables, the XTC features a 10-step memory for each player, thereby allowing 20 advance memory selections. A Real Time Remaining display is also included. The XTC is an inexpensive solution for remote back-to-back operation of up to 2 AMCDS-1000As. Remote control up to 100 feet is available.

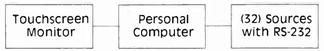
2 SMC CDP-1

The next step up in features, capability and price is the SMC CDP-1 Programmer which, through its 2,000 event memory, will randomly access up to four AMCDS-1000As. The CDP-1 consists of a control interface with a 6-channel audio switcher, cabling, control head (key pad), and video monitor. Other features include: non-battery memory retention; live assist type control head, using fiber optic link; built-in cue and monitor outputs & provision for EXT monitor input; silence sense, dual metering & balanced line output. The CDP-1 can be used as a stand alone programmer in full auto, semi-auto or live assist modes.

3 MEDIA TOUCH 2000

The Media Touch System 2000 is the ultimate AMCDS-1000A external controller. The Media Touch controls up to 32 audio sources via RS-232 on a computerized touch-sensitive screen. This allows not only *complete* random selection but also offers back-to-back "fade in/fade out" capability.

SYSTEM BLOCK DIAGRAM



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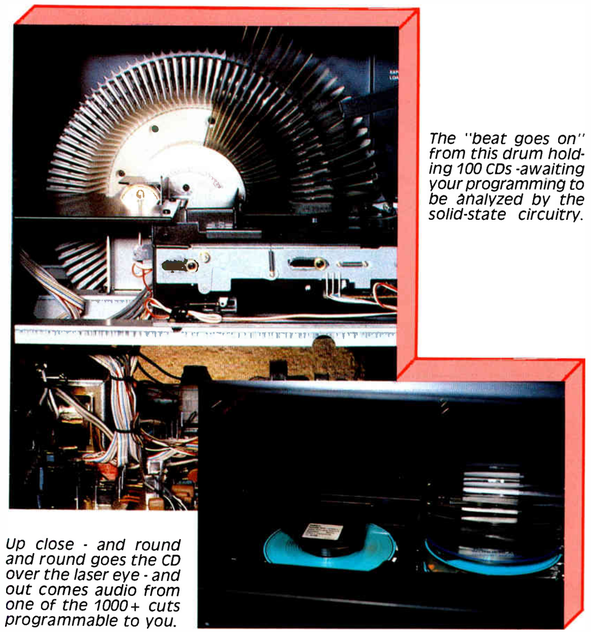
audio-metrics®



The "beat goes on" from this drum holding 100 CDs -awaiting your programming to be analyzed by the solid-state circuitry.

Up close - and round and round goes the CD over the laser eye - and out comes audio from one of the 1000+ cuts programmable to you.

This rugged, tried and proven professional broadcast multi-play CD system — with over 2,000 units in use — is the ultimate tool for broadcasters. Imagine 100 CDs, under lock and key (that's 1,000+ songs), completely programmable to randomly select disc and cut. Not only that, but it cues to music. It's a dream come true for program directors who know the future is compact discs. The AMCDS-1000A is equipped with an on-board main micro-processor for system control and sub-microprocessor for CD playback operations. *Imagine 1000+ songs promptly accessible in a space about the size of a portable television set . . .*

BROADCAST MULTIPLAY CD SYSTEM

Beautiful audio comes from the Compact Discs in the AMCDS-1000A.

The inherent intelligence for programming the Audiometrics Multiplay System - from Allied - is attained from the solid-state circuitry of the micro-processor.

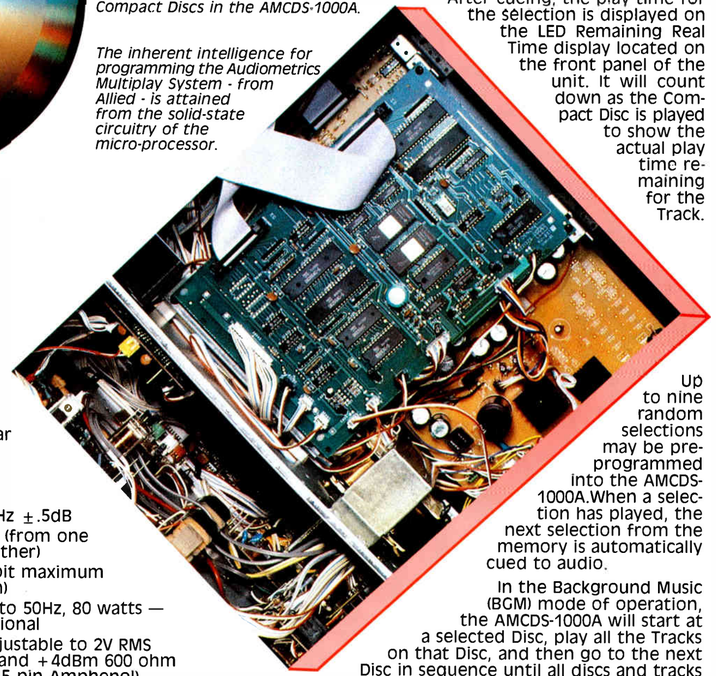
ALLIED

— Specifications —

Channels:	2 (stereo)
Dynamic Range:	93dB
Distortion:	0.0032%
S/N Ratio:	96dB
Bit Quantization:	16-bit, linear
Channel Separation:	90dB
Disc Capacity:	100 discs
Cue-up to Audio:	300ms
Frequency Response:	20 - 20,000Hz ±.5dB
Max. Access Time:	28 seconds (from one disc to another)
Headphone Output:	28mW (16-bit maximum modulation)
Power Requirement:	120VAC/50 to 50Hz, 80 watts — 230VAC optional
Dual Audio Outputs:	10K Hi-Z adjustable to 2V RMS (RCA jacks) and +4dBm 600 ohm balanced (15 pin Amphenol)
Size:	22"W x 17½"H x 17½"D (22.88cm x 44.45cm x 44.45cm)
Net Weight:	80 pounds (36kg)
Operating Modes:	MANUAL and AUTO (via RS-232C)
Front Panel Displays:	READY/NOW, NEXT TO PLAY, REMAINING TIME, MEMORY STEP, MEMORY, START
Safety:	Lockable glass access door, keeps CDs clean & safe

The AMCDS-1000A, under micro-processor control, will automatically cue to the start of audio.

After cueing, the play time for the selection is displayed on the LED Remaining Real Time display located on the front panel of the unit. It will count down as the Compact Disc is played to show the actual play time remaining for the Track.



Up to nine random selections may be pre-programmed into the AMCDS-1000A.When a selection has played, the next selection from the memory is automatically cued to audio.

In the Background Music (BGM) mode of operation, the AMCDS-1000A will start at a selected Disc, play all the Tracks on that Disc, and then go to the next Disc in sequence until all discs and tracks are played. The AMCDS-1000A will continue to play until commanded to play a specific Disc and Track. BGM operation assures that there will always be music playback when no selection is made.

Additional features include remote start capability, memory retention of selection being played in the event of a momentary power failure, and a bi-directional carousel for automatic rapid disc location.

AMCDS-1000A MANUAL FRONT PANEL CONTROLS

POWER button
Power is turned on when pressed and locked into the "in" position.

PROGRAM button
Pressed first to start programming operations.

NUMBER buttons
There are ten (10) push buttons (0-9) used to input program disc and track information.

ENTER button
Final button to be pushed in programming after disc and track are displayed.

START button
In single play mode, press after green LED above start button lights.

PAUSE button
Pressing causes the audio to stop until start button is pushed.

CANCEL button
Immediately puts the disc in play back into the carousel. The next selection is then automatically selected and cued.

RESET button
Resets microprocessor in event of a "lock up."

ERASE button
Erases the program memory, CD in play continues until the end.

CLEAR button
Clears display ("NEXT TO PLAY") when operator errs in programming, and then corrected programming can be re-entered.

INSERT button
Used when requesting a selection to play before other programmed selections.

EDIT button
Used to change the numbers ordered.

CANCEL STEP button
Cancels the numbers just programmed.

AUTO/MANUAL select switch
1. When pushed IN (AUTO MODE), machine will only react to data coming in from host computer via RS-232C port.
2. In the OUT position (MANUAL MODE), the machine will operate to commands executed on front panel controls. Data coming up the RS-232C port will be ignored.

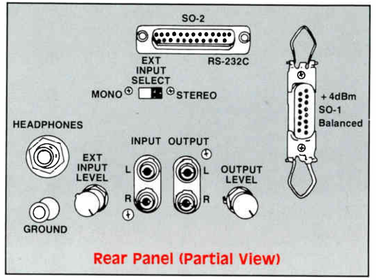
CONT/SINGLE selection switch
1. During CONTINUOUS-PLAY operation, playback will continue as long as there are selections programmed into the unit.
2. During SINGLE-PLAY operation, programs can be selected sequentially and placed in the stand-by condition after cueing. Playback of the selection starts when the START button is pressed.

BGM/EXT selection switch
1. During BGM operation, background music will begin automatically when all programmed selections have finished, and no new requests are made. Discs number 0 through 99 are played in sequence, starting always from disc number 0.
2. During EXT operation, EXT audio input will be played in the same manner outlined above.

NOTE: The following buttons are placed INSIDE of the cabinet to prevent unauthorized use.

CHANGE button
Discs can be replaced by using this button. When this button is pressed once, a small red LED to the side flashes, and the unit automatically prepares itself for disc replacement operation. Use the ten-key pad to input desired disc replacement number.

AUDITION button
Used for listening to new CDs which have yet to be installed in carousel. When this button is pressed once, a small LED to the side lights up, and the unit automatically prepares itself for audition. Specify the desired track number from the ten-key pad.



Rear Panel (Partial View)